

ADVANCED HEROQUEST

THE CHANGING FACES OF TZEENTCH

By Dominic Camus and Bill King

The Changing Faces is an adventure for starting characters in Advanced Heroquest. The players start out in pursuit of a renegade bandit, but tumble headlong into the clutches of a lethal Chaos cult who are in possession of some extremely powerful magical items.

The adventurers should have completed at least the Quest for the Shattered Amulet before embarking on this quest, or have one or two higher level characters in their party.

PLAYERS' INTRODUCTION

In the remote fastnesses of the Reikwald Forest dark things lurk. Beastmen, mutants, renegades who live outside the Emperor Karl-Franz' law and plot the downfall of humanity. The woods are also home to outlaws who prey on wandering travellers, on the merchants and pilgrims who must follow the trade routes between the teeming cities of the Empire. The outlaws are cruel men and hard, as they must be to dwell in a place that is home to monsters.

Cruellest of the cruel is the infamous bandit chief Herman Zorin. For nearly a year he slaughtered wayfarers on the Forest Road. The bounty on his head rose to a massive 750 gold pieces. Every bounty hunter who sought to collect it was found crucified on the trees at the Reikwald's edge, the skin of their faces flayed away to reveal the muscle beneath. Then suddenly Zorin vanished: no-one has heard any more of him or the surviving members of his band. Nor has anyone come forward to claim the reward.

For a month now you have followed a cold trail: you have listened to the hints of drunken road wardens who you think once took bribes from the notorious outlaw. You have consulted augurs and astromancers for hints of his whereabouts. All the clues you have been able to assemble have pointed you in the direction of the infamous Fortress of Veitch. Here you think Zorin has made his lair. Certainly the place has an evil enough reputation to discourage any but the most stalwart.

It was here that the great Imperial Hero Alaric Von Loth went missing along with his mighty battleblade, the legendary White Reaver. Loth's fellow witch hunters have sought to recover this priceless artefact but none have returned from these haunted ruins.

Now you stand outside the fortress: a tumbled down pile of moss-encrusted stone over which carrion birds hover and caw. You have scoured the rubble and found no other signs of life. Now you are sweaty from the work of levering up a huge stone slab. A peculiar dank stench assaults your nostrils. You can see a flight of cold stone stairs leading down into darkness. This is your last chance to turn back...

GAMESMASTER'S BACKGROUND

Unknown to the players Herman Zorin is actually the last surviving master of the Bloody Mask cult of the Chaos Power Tzeentch. This is an order sworn to overturn the rule of humanity and bring red madness to the world. The Fortress of Veitch had long been the base of this cult. Alaric Von Loth discovered this and came here to destroy the cult's masters. He succeeded in penetrating the keep and killed most of the masters in an epic battle, taking a mortal wound in the process.

The survivors of the cult summoned Herman Zorin who had been away spreading Chaos at the time of Von Loth's arrival. Zorin used the power of the masks to resurrect the Witch hunter as a slave to darkness. He

has also improved the keep's defences. Swearing that he would not be taken unawares as the other masters were, he has installed a network of traps. Now he plans to revive the cult under his own ruthless leadership and once more bring terror to the surrounding land. Unfortunately the source of the cult's power, the diabolic artefacts called the Changing Faces of Tzeentch, are still in his keeping. Unless he is stopped now terrible things will happen.

THE PLOT OF THE ADVENTURE

The players should assume that they are on a quest to capture or kill Herman Zorin. Only as they proceed through the first dungeon should it begin to dawn on them what they have actually stumbled into. The adventurers do not realise it but in fact their objective in the first dungeon is simply to recover Alaric Von Loth's journal which reveals the existence and means of entry to the other two dungeons. The third dungeon is magically sealed and can only be opened by using the magical key located in the Quest Room of the second dungeon.

Once they have recovered the key, the heroes should lick their wounds before proceeding to the third dungeon and the inner sanctum of Tzeentch where they must face the Chaos Lord and the undead form of Alaric.

CHAOS CHARACTERS


There are six chaos characters who move around the dungeons. In addition to this, some chaos characters are present in the quest locations and in certain other areas of the dungeons. All the characters are available for use from the start but once killed they may not return. Also, note that it is better to save characters for later if possible since they cannot escape in the fortress (see below).

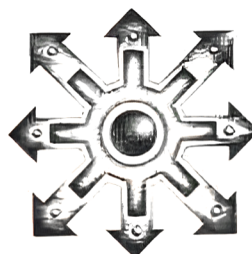
TRAP NETWORK


Herman Zorin has used his expertise in constructing traps to riddle the fortress with dangerous devices. Treat all ESCAPE dungeon counters as TRAP counters instead. This only applies to the first dungeon.

PROFILES


Chaos Thugs, Chaos Warriors, Chaos Champions and the Chaos Lord are all listed in the Advanced Heroquest Monster Reference Tables.

CHAOS THUG SENTRY	WS BS S T Sp Br Int W PV													
	7	6	5	6	8	8	6	3	2					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	3	4	5	6	7	8	9	10	10	10	3
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	-
	EQUIPMENT/NOTES													
	Shield, sword.													




	ALARIC VON LOTH		UNDEAD CHAMPION											
	WS	BS	S	T	Sp	Br	Int	W	PV					
	8	1	6	8	6	10	3	4	6					
HAND-TO-HAND COMBAT														
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam														
Hit 2 2 2 3 4 5 6 7 8 9 10 10 5														
RANGED COMBAT														
Range 1-3 14-12 13-24 25-36 37+ Max Dam														
Hit - - - - - -														
EQUIPMENT/NOTES														
Shield, Magical sword.(White Reaver) 5 damage dice. No fumbles. 1 free attack each round. Fearsome monster.														

HERMAN ZORIN (Follower of Tzeentch)	WS	BS	S	T	Sp	Br	Int	W	PV					
	9	7	7	8	6	9	8	5	8					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	2	2	3	4	5	6	7	8	9	10	5+3
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	5	6	7	8	9	48	4						
	EQUIPMENT/NOTES													
	Sword, Dagger, Crossbow w/ 12 bolts, Magical Crescent Ring (Opponents -1 to hit), Chainmail.													


CHAOS LORD OF TZEENTCH	WS BS S T Sp Br Int W PV													
	12	3	6	10	6	10	8	5	12					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	2	2	2	2	2	3	4	5	6	7	4+4
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	
	EQUIPMENT/NOTES													
	Plate Armour, Two Axes, Mask of Tzeentch													

MONSTER MATRICES

GRUGNAR FACEBREAKER (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV					
	6	5	8	9	4	8	5	5	6					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	3	4	5	6	7	8	9	10	10	10	10	7
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	-
	EQUIPMENT/NOTES													
	Double-handed Sword, Chainmail.													

ONE-EYED YADREY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV
	8	2	6	10	5	7	7	4	5

	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	2	3	4	5	6	7	8	9	10	10	4
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max Dam							
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	-
	EQUIPMENT/NOTES													
	Sword, Platemail, Shield.													

EDRIN THE SHIFTY (Human Bandit)	WSBSSTSpBrIntWPV													
	7	9	6	5	9	8	9	3	4					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	3	4	5	6	7	8	9	10	10	10	5+3
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	3	-	-	-	-	-	3	2					
EQUIPMENT/NOTES														
Axe, 6 Poisoned Throwing Knives (cause disease as well as normal damage. See AHQ p40).														

	CHAOS CHAMPION													
	WS	BS	S	T	Sp	Br	Int	W	PV					
	10	4	6	10	6	10	8	4	8					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	2	2	2	3	4	5	6	7	8	9	5
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
Hit	-	-	-	-	-	-	-							
EQUIPMENT/NOTES														
Sword, Platemail, Shield, Double-handed axc. Fumbles on a 1 or 2 Critical on 11 or 12														

WANDERING MONSTERS MATRIX

D12	Wandering Monsters	Treasure
1-2	1 Chaos Thug Sentry	20gc
3-4	2 Chaos Thugs	15gc
5-6	1 Chaos Thug and 1 Sentry	30gc
7-8	3 Chaos Thugs	25gc
9	2 Chaos Thugs and 1 Sentry	40gc
10	4 Chaos Thugs	35gc
11	3 Chaos Thugs and 1 Sentry	50gc
12	1 Chaos Warrior and 2 Thugs	60gc

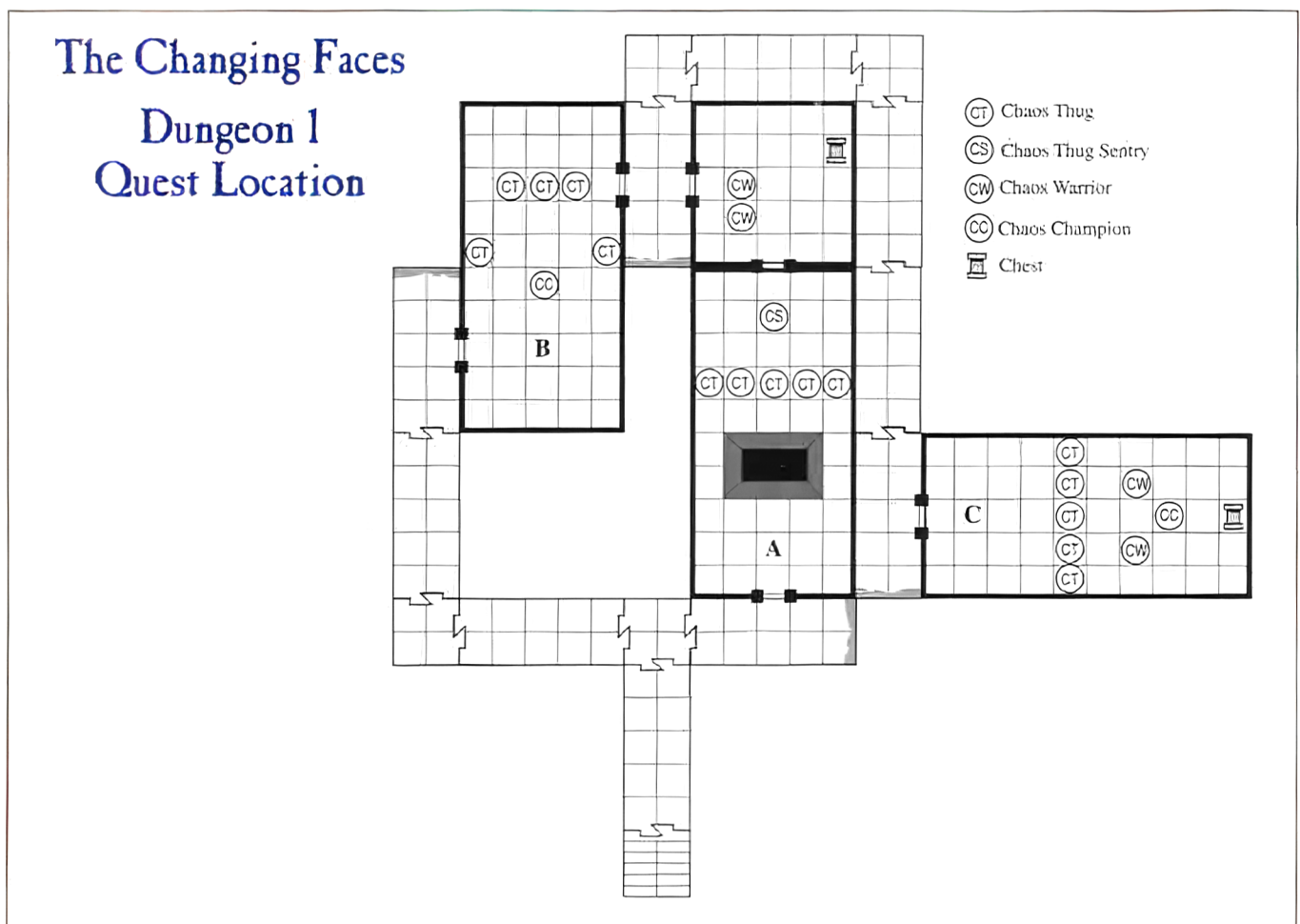
LAIRS MATRIX

D12	Occupants	Treasure
1	2 Chaos Thugs and 1 Sentry	40gc
2	4 Chaos Thugs	35gc
3	1 Chaos Warrior and 1 Thug	60gc
4	3 Chaos Thugs and 1 Sentry	50gc
5	1 Chaos Warrior and 1 Sentry	70gc
6	1 Chaos Warrior and 2 Thugs	60gc
7	4 Chaos Thugs and 1 Sentry	60gc
8	6 Chaos Thugs	50gc
9	1 Chaos Warrior, 2 Thugs and 1 Sentry	90gc
10	6 Chaos Thugs and 1 Sentry	80gc
11	8 Chaos Thugs	70gc
12	1 Chaos Warrior and 6 Thugs	100gc

QUEST ROOMS MATRIX

D12	Occupants	Treasure
1	4 Chaos Thugs, 1 Warrior and 1 Sentry	110gc
2	6 Chaos Thugs and 1 Warrior	100gc
3	10 Chaos Thugs	90gc
4	1 Chaos Champion and 4 Thugs	125gc
5	2 Chaos Warriors, 2 Thugs and 1 Sentry	130gc
6	1 Chaos Warrior, 6 Thugs and 1 Sentry	130gc
7	10 Chaos Warriors and 1 Sentry	130gc
8	1 Chaos Champion, 1 Warrior and 2 Thugs	155gc
9	3 Chaos Warriors and 1 Sentry	150gc
10	1 Chaos Warrior, 8 Thugs and 1 Sentry	150gc
11	12 Chaos Thugs and 1 Sentry	140gc
12	1 Chaos Champion, 1 Warrior and 4 Thugs	175gc

THE DUNGEONS



THE FIRST DUNGEON

In this dungeon, the objective for the players' – although they don't know it – is to find Alaric's journal. This can be found on any level other than the first. If a quest room is generated on the first level then the treasure chest will also contain the key needed to obtain the log book.

If a quest room is generated on any other level it contains a stairway leading to the fortress' quest location where the journal can be found in a metal chest. The adventurers must have the key in order to open it. Note that level one quest rooms generated do not contain stairs down, these must be rolled as a passage feature. The First Dungeon also contains Herman Zorin's trap network (see above).

When the players have recovered the journal you should let them read a copy of the parchment on the opposite page.

ROOM A

As the players enter, read the following. "The door opens into a wide hall. The torches cast an eerie blue tinted light, revealing a large open pit in the middle of the floor. Beyond the pit, a group of Chaos Thugs stand waiting. Masks of human skin cover their faces."

Any character who ends a turn adjacent to the pit, including diagonally, will be attacked by a tentacle. They must roll equal to or under their Speed score on one dice to evade it. If they fail, it grabs them. During their next turn they may attempt to attack the tentacle.

Tentacles each have WS 8 and T 8. If a tentacle is wounded it will drop its victim, otherwise they will be dragged into the pit and must spend a fate point to avoid death.

A piece of black card can be used to represent the pit. The pit beast will only attack characters and their henchmen. The Thugs have a total of 50gc between them and the chest in the small adjacent room contains another 250gc but has a guillotine trap set on it.

ROOM B

The roof of this room, though the heroes will not notice, is covered in small holes. If at any time a hero or henchman spends an entire combat turn without moving, a small poisoned dart will be dropped onto them from the holes above. If this occurs, roll 2 damage dice and if either causes a wound the hero must spend a fate point or he will die three turns later in horrible pain.

The heroes should not be told the fact that staying still makes them a target – let them work it out for themselves. There is a total of 130gcs here.

ROOM C

At the far end of this chamber stands the metal chest the heroes are searching for. However the Chaos Champion in here wears one of the magical 'Changing Faces'. The mask is an ugly red face with a gaping maw. It allows the Champion to breathe fire once per combat turn as if casting a *Flames of Death* spell. The Champion may not do this if he is adjacent to a hero or henchman, even diagonally.

After the battle the heroes can recover Alaric's journal from the chest. It also contains four diamonds worth 80gcs each.

THE SECOND DUNGEON

After finding the journal, the adventurers return to the Imperial outpost to plan their next expedition. Reading the book will reveal the existence of the two further caverns and that Alaric intended to search each one in turn. He'd also discovered that a magical key, hidden in the second dungeon, could be used to enter the temple. The journal also mentions that Alaric had discovered something terrible to do with the masks. The second dungeon has three levels, the third of which is the quest location.

4th Sigmarzeit 2502

My searches have revealed the existence of two further caverns. The one I am sure is the location of the T but it is impossible to enter without the key and this I fear is hidden som deep in the second catacomb.

7th Sigmarzeit 2502

I now know of the horror that befell other seekers. By Sigmar's fiery hear will avenge this evil. The masks mu destroyed before this plague of corru scourges our land.

8th Sigmarzeit 2502

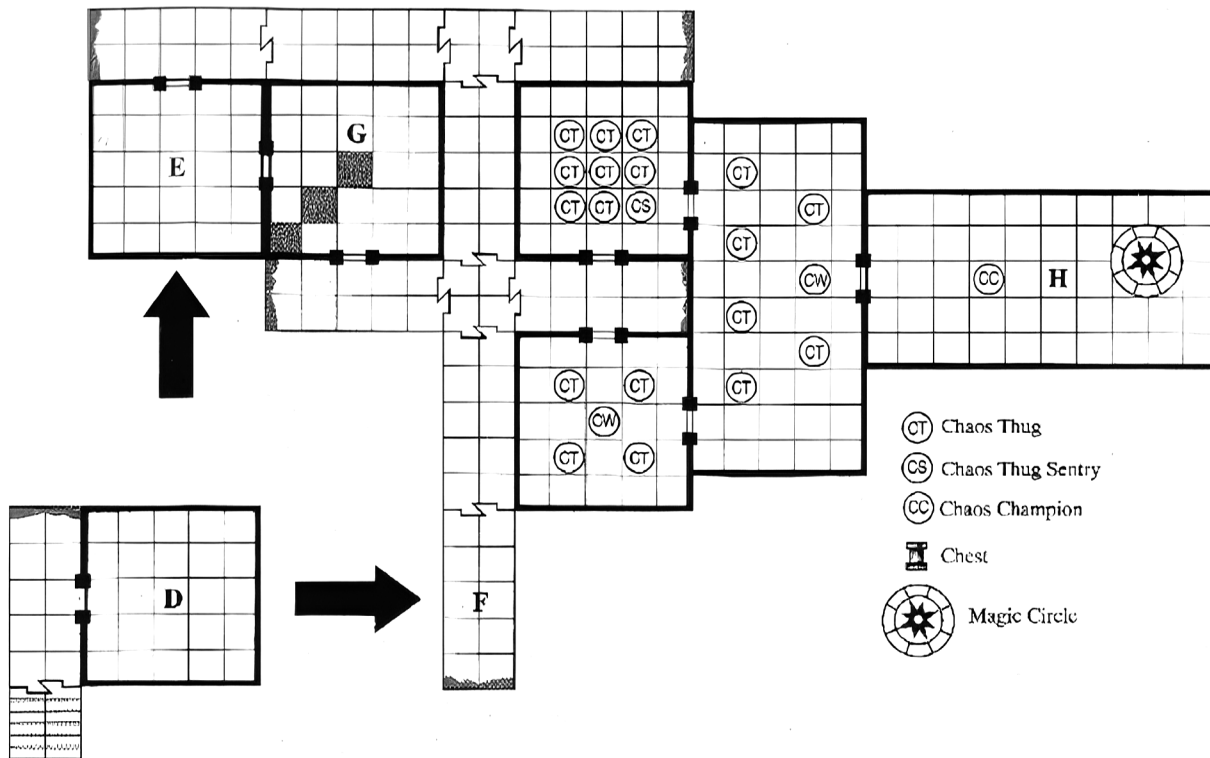
My companions have all fled but I must press on alone. My purificatio is complete and my heart is strong. Sigmar preserve me...

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The Changing Faces – Dungeon 2 Quest Location



ROOM D

The small room with the green and yellow checked floor should be used here. Any character ending an exploration turn on a green square will be magically transported to room E, while any character moving onto a yellow square will be transported to corridor F.

The players should be initially unaware of the positional relationship between corridor F and room E. Since the heroes will probably have been split up this means they will have to try to rejoin each other. If during the course of this, one of the groups gets into combat, the other must remain inactive until the combat is over.

ROOM E

The Leader may position any transported heroes and menhmen anywhere in the room. The transportation is only one way and the heroes will have to discover a different route out of the dungeon.

ROOM F

As per E above.

ROOM G

This small room is unusually shadowy. If the heroes move into one of the marked squares while they are in the room and then leave through the south door, an

unusual magical effect takes place. Unknown to them the heroes then re-enter room E through the north door. The GM should set it up as a new room and try to make the players believe it is different. If they then go east of course they will find themselves in 'another' room G. This magical recursion could go on forever but after a while the heroes will probably smell a rat and try backtracking, at which point they will end up north of room E!

ROOM H

This hall is the temple of the Bloody Mask sect. There is a magic circle inscribed on the floor at the far end. The Chaos Champion here wears the second of the Changing Faces. This mask resembles a skull with a single eye. If the Champion is killed his body will vanish but after one complete combat turn he will reappear at full strength on the square of his death, or an adjacent one if it is occupied.

The only chance for the heroes is if one of them stands in the magic circle. If this happens, the Champion immediately dies all the deaths he avoided by means of the mask. Only the mask remains, along with the magical key the heroes were looking for. If the heroes search for hidden treasure they will find 600 gcs beneath a secret floor panel.

THE THIRD DUNGEON

Once the heroes have the key in their possession, the entire east wall of the temple begins to pulsate with a blood red light. A large black metal gate materializes in the middle of the wall, through which the players will be able to see a flight of stairs that lead down from the gate into the dungeons below. If they want to, you should allow the players leave the complex in order to rest and recuperate before tackling the final encounter. The Third Dungeon again has three levels, the third being the quest location. Results of 'stairs out' on the Passage End Table should be ignored. The only way out is to backtrack to the entrance. The first quest room generated on the first or second levels will be the Lair of Zorin and his three remaining bandit followers.

ROOM I

This room is filled with a perpetual storm of blue lightning. It is not harmful to most heroes but any wizard entering the room will be blasted back out of the entrance and suffer 2 damage dice of injury. This trap only works once.

ROOM J

This room is the sacrifice chamber used by the cult. Numerous prisoners hang on the walls, unfortunately all dead. The leader of the Bloody Mask sect, a Chaos Lord, stands guard here. The GM should play him as if he is the final threat. He wears the last of the Changing Faces. This mask vaguely resembles an eagle's head but with blue feathers. It automatically makes the wearer a *Fearsome Monster* (see AHQ p40). This room contains 400 gcs and the results of four rolls on the Treasure Chests Table.

ROOM K

This room contains the shrine of Tzeentch. The two chests each contain the results of four rolls on the Treasure Chests Table. However, after the first hero enters the room the undead form of Alaric Von Loth will magically appear and attack them. He is being controlled by the power of Tzeentch in the shrine and will show no mercy.

Alaric counts as an Undead Champion (see the AHQ reference sheet) but due to the strength of the spell binding him he is immune to all harm for the first four turns. The players should not be told this fact though and damage markers should be placed as if Alaric was suffering wounds. In addition to this, he wields his greatsword White Reaver. His damage dice are therefore five not four. White Reaver's magical power means that it never fumbles and allows an automatic free attack every round.

THE BANDITS' LAIR

Herman Zorin and his bandits are available as characters throughout the adventure and are best used in this way. However, those of them that are still alive by

the time the Heroes reach the Bandits' Lair will set up an ambush. When the door is opened to the quest room the GM should place the remaining bandits on the board. The first bandit must be placed in the room, the second is placed as a wandering monster behind the party, the third in the room etc. If any of the bandits escape this encounter, they will attack again as the heroes leave the dungeon. They may automatically be placed as if the GM had the required number of character counters as soon as the heroes return to the level with the lair on it.

THE CHANGING FACES

The Changing Faces are chaotic items forged by Tzeentch. Any hero foolish enough to try one on must spend a fate point to avoid a horrible death. The GM should, however, hint that this might be unwise. The heroes may leave the Faces in the castles or may take them and destroy them later.

THE END OF THE QUEST

The players should be awarded fate points as follows

TOTAL NUMBER OF EXPEDITIONS	3-5	4-6	7-8	9+
Herman Zorin killed	1FP	1FP	—	—
White Reaver recovered	1FP	1FP	1FP	—
Changing Faces destroyed	2FP	1FP	1FP	1FP

And as promised, the Imperial treasury will pay 750 gcs for Herman Zorin's death if they are presented with his head.

